

Fig. 3

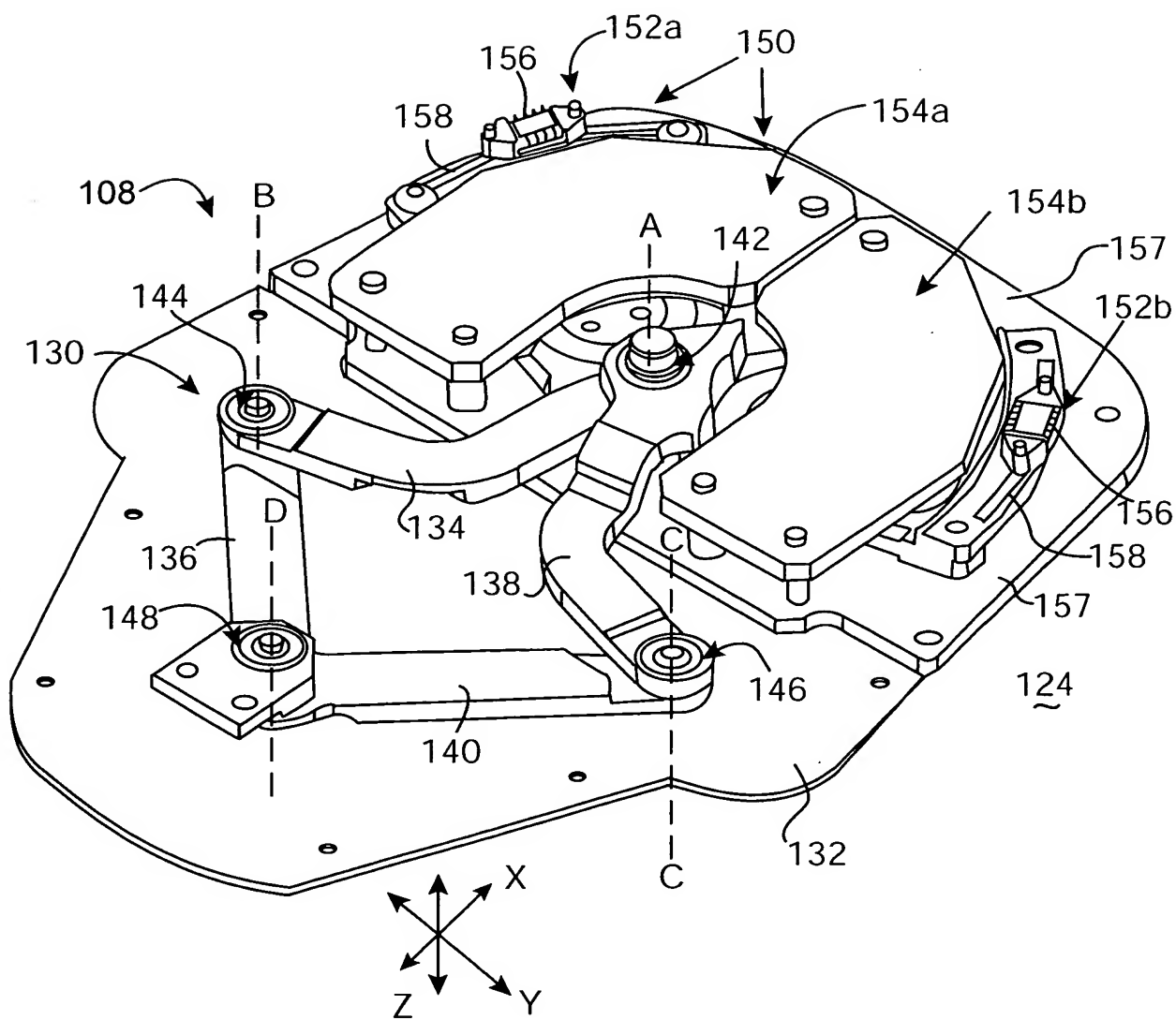


Fig. 4b

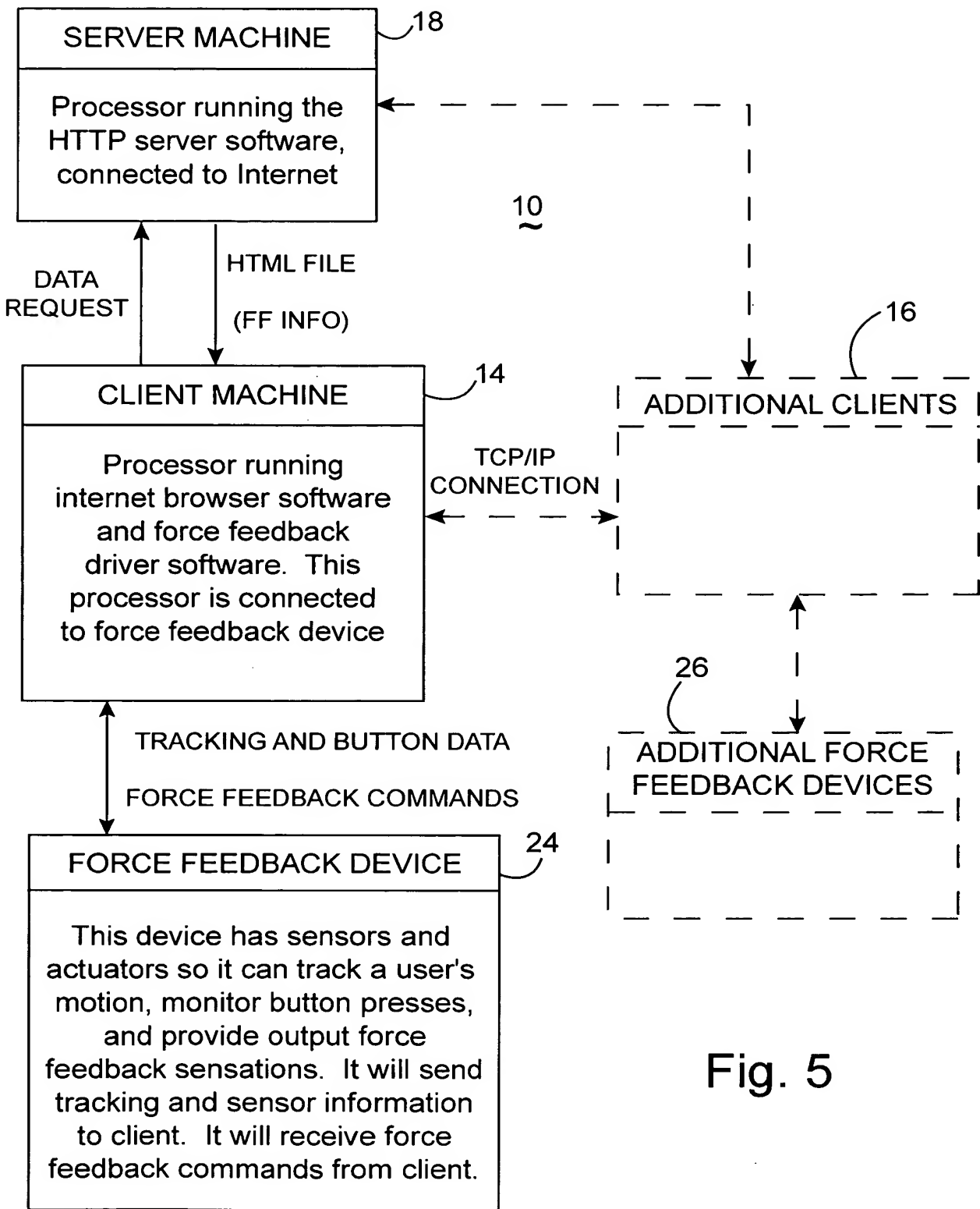


Fig. 5

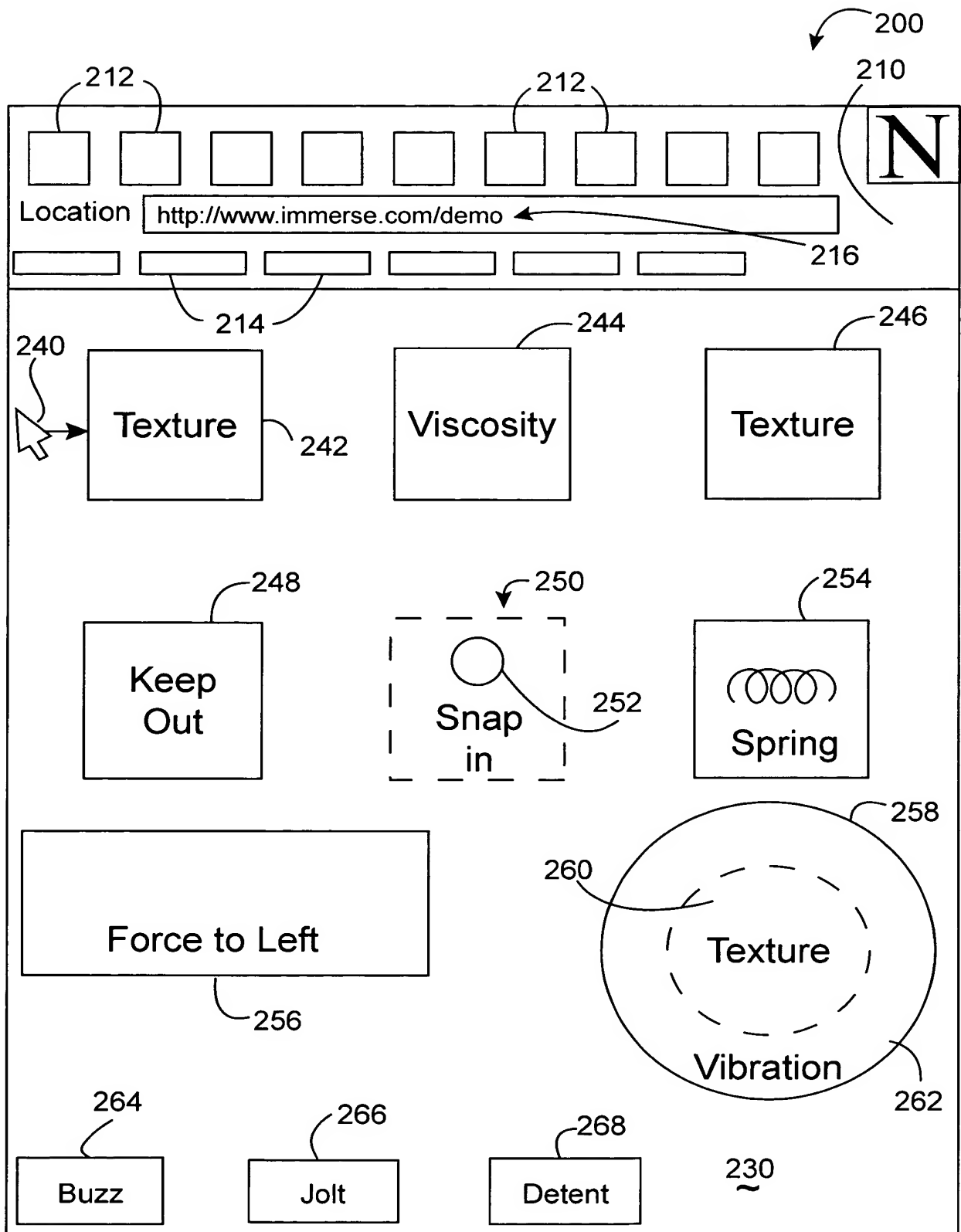
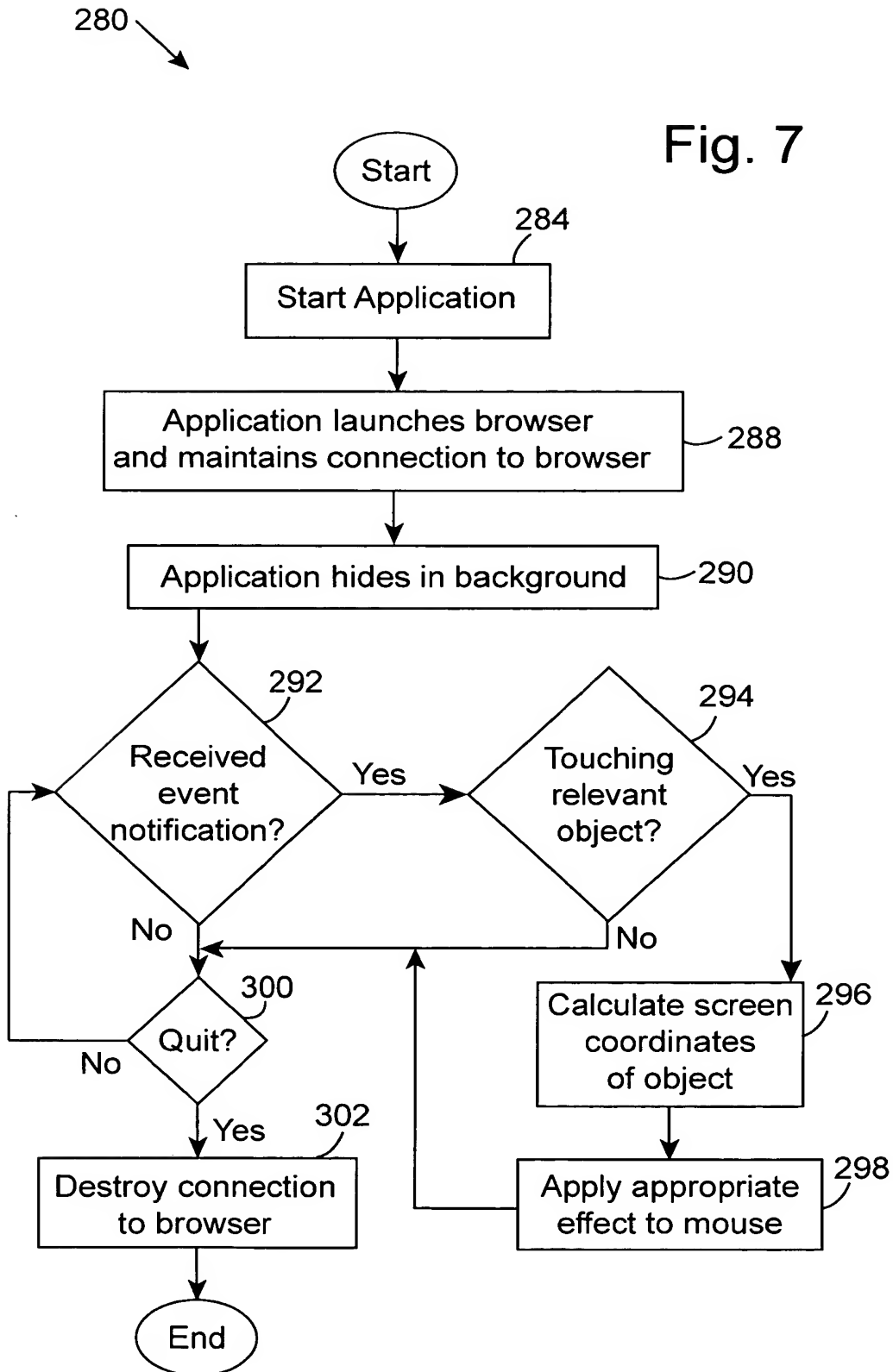


Fig. 6

Fig. 7



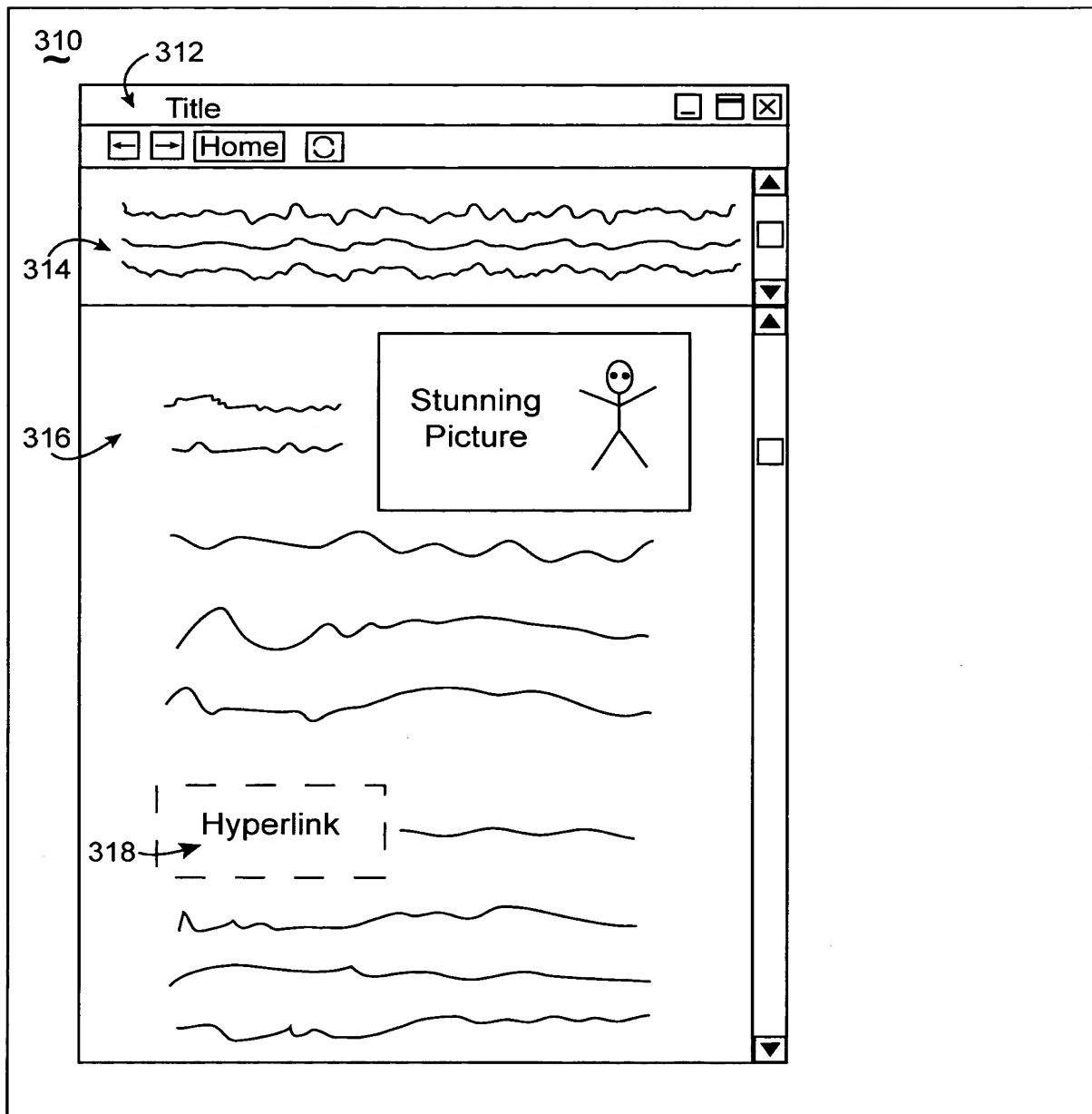


Fig. 8

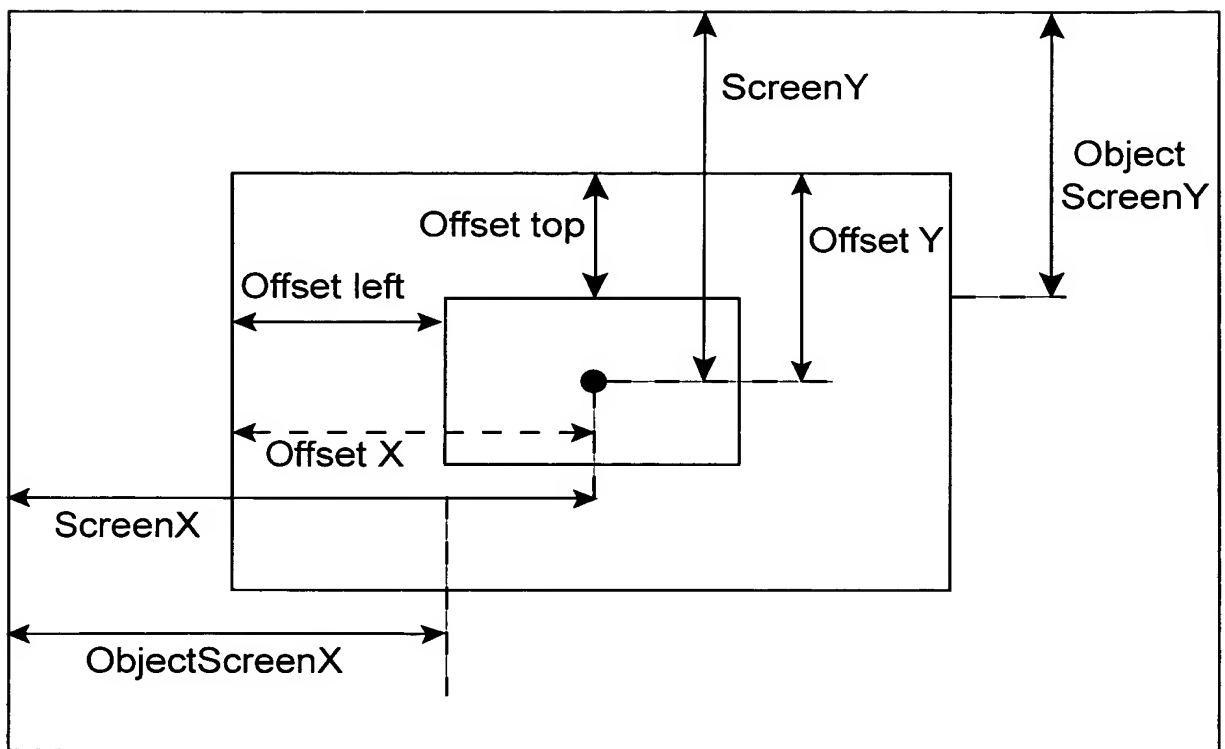


Fig. 9

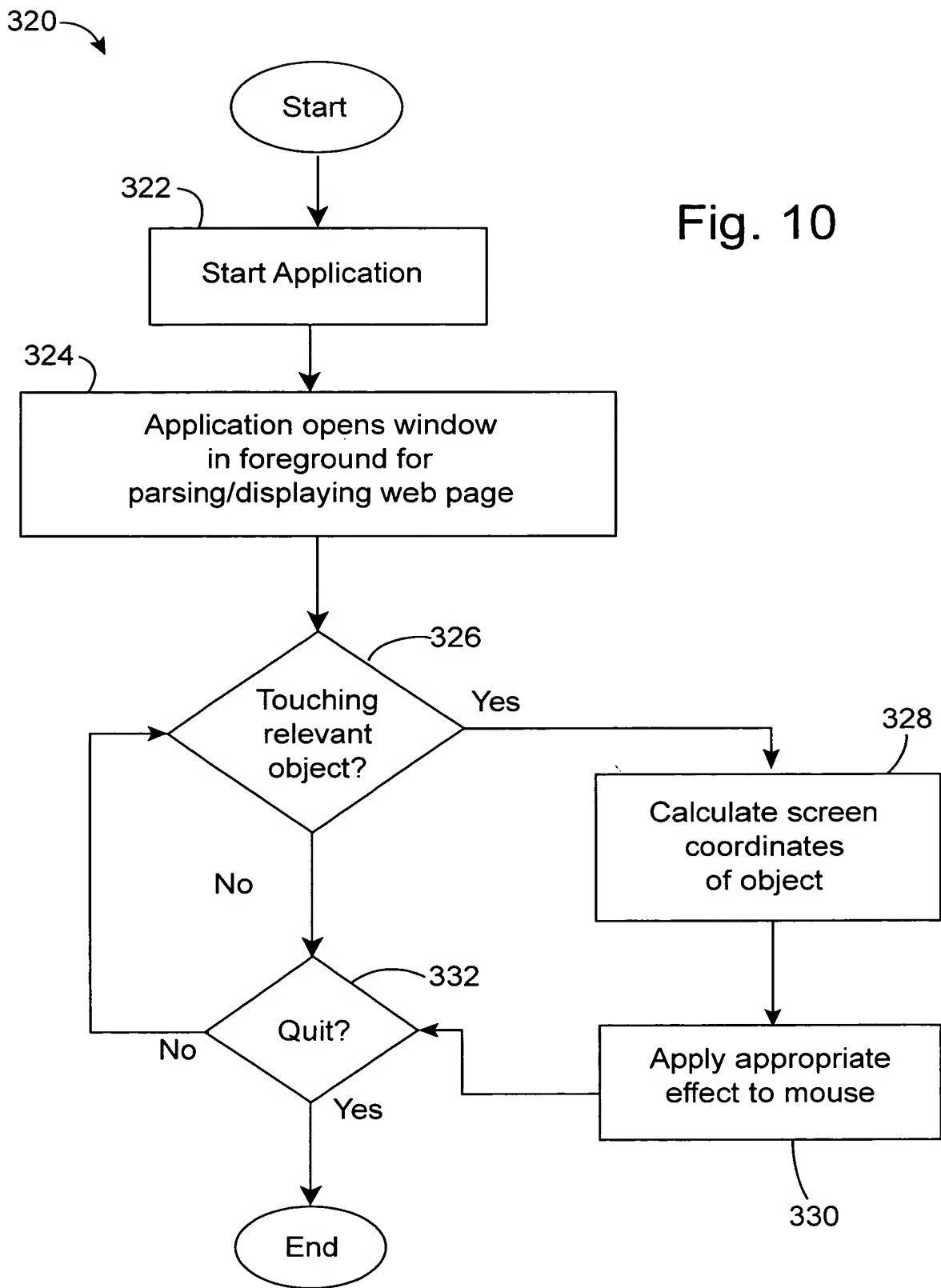


Fig. 10

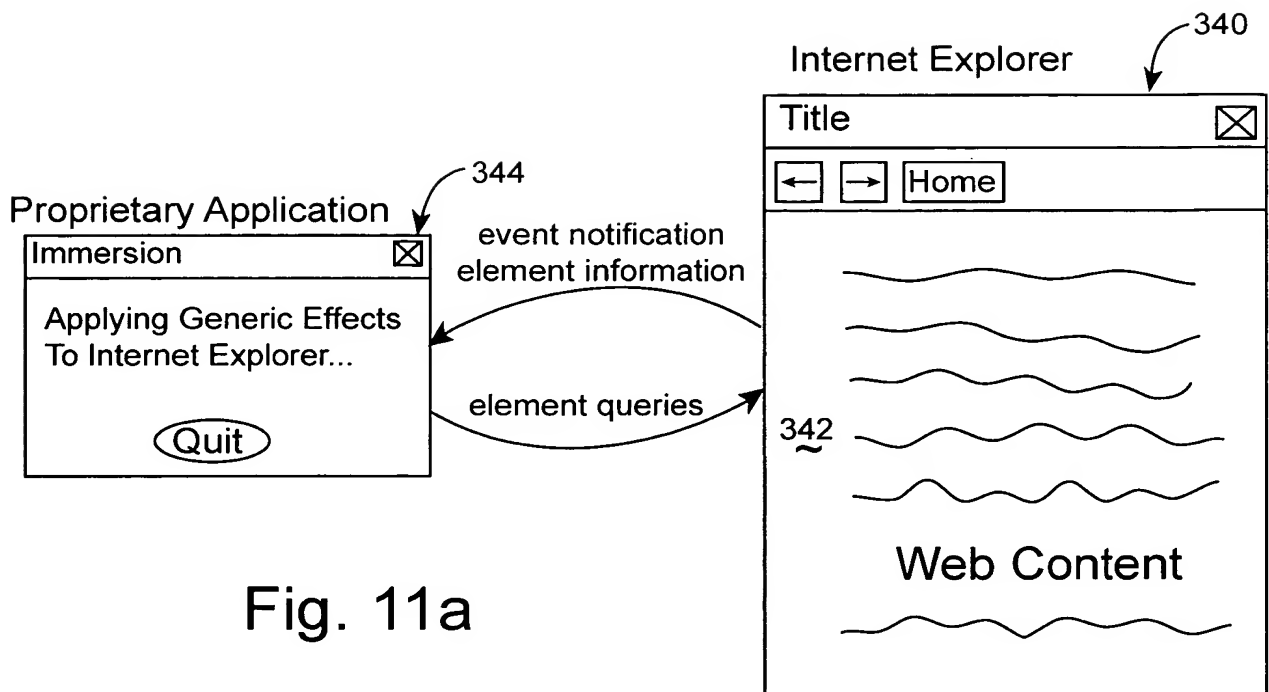


Fig. 11a

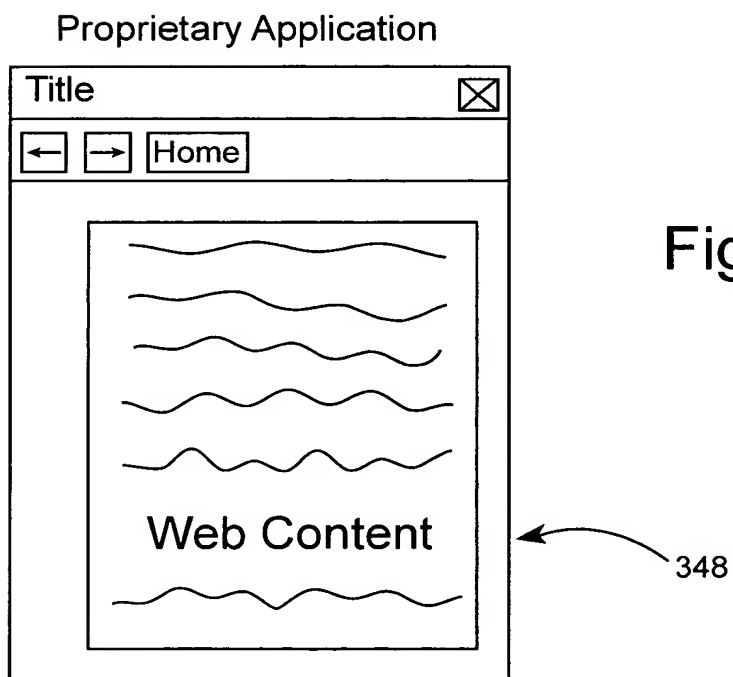
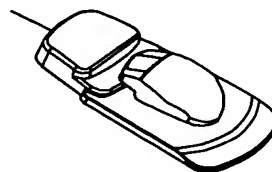


Fig. 11b

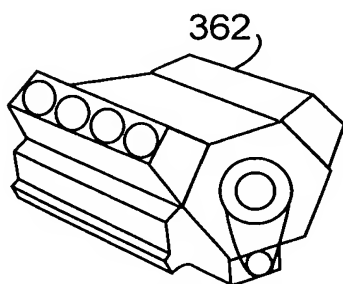


Feel Sensation Demo Page

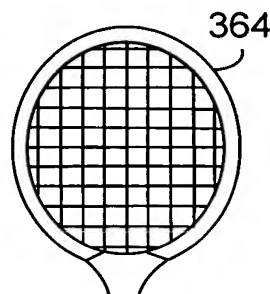


Place the cursor over the images to feel sensations with the FEELit Mouse

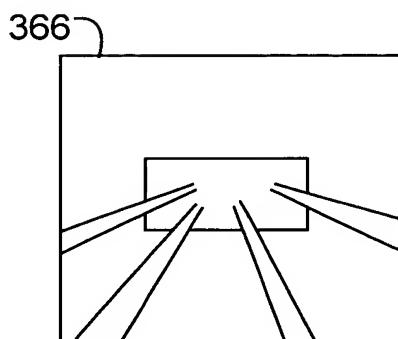
360



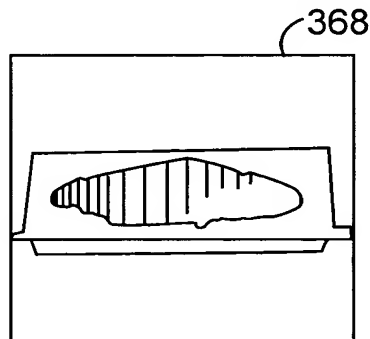
Engine Idling



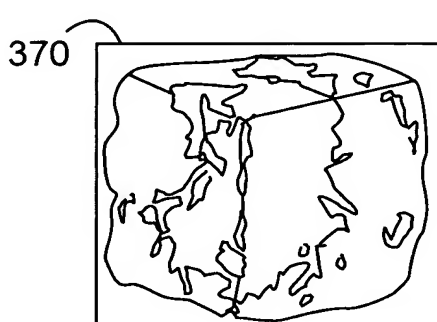
Tennis Racquet



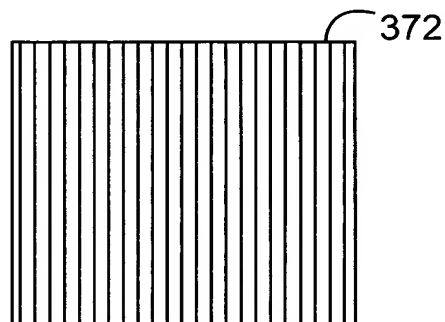
Laser (click me)



Meteor Crater



Slippery Ice



Corduroy

feelit@Immerse.com

Copyright (c) 1996-1997, Immersion Corporation

Fig. 12

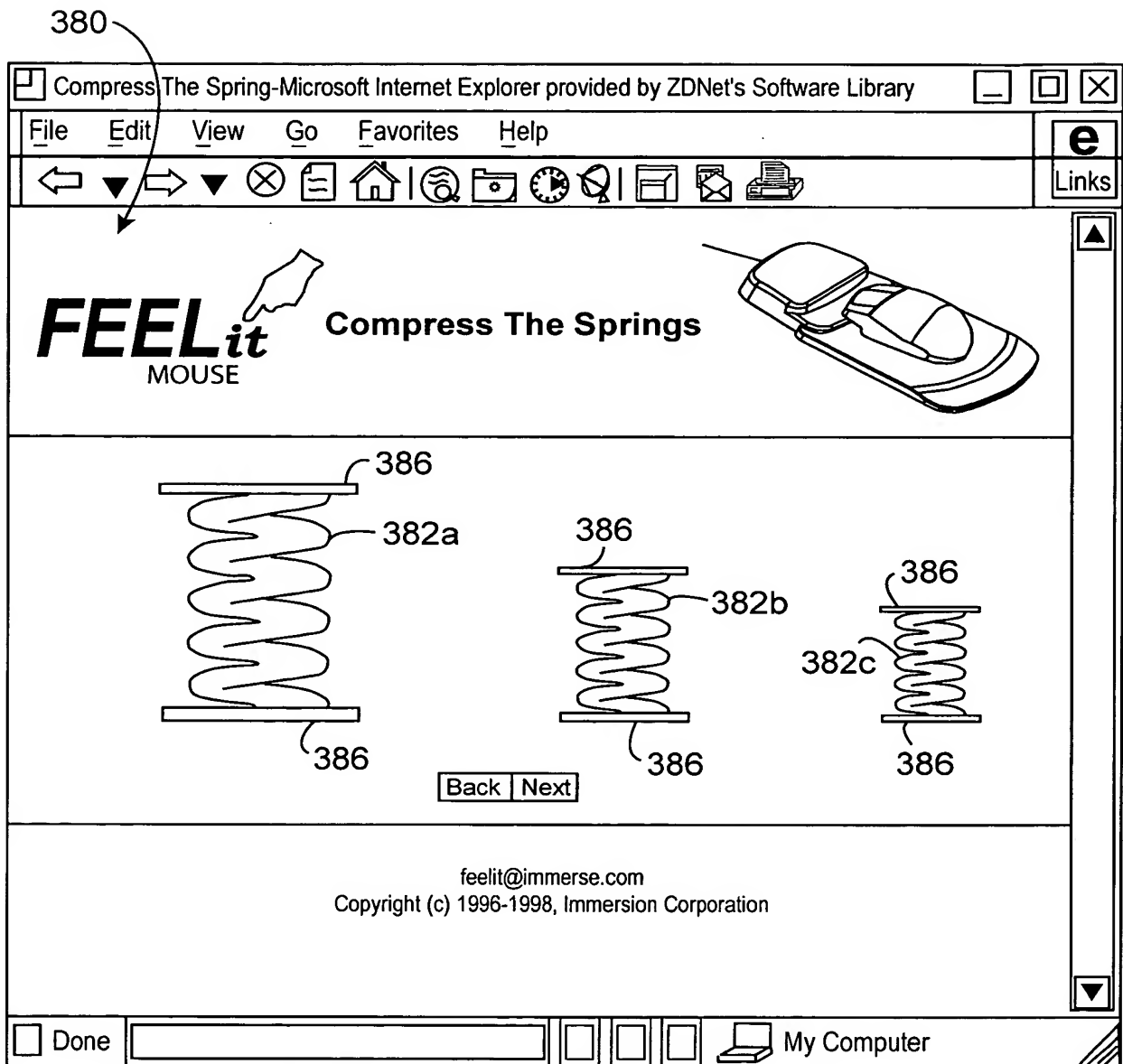


Fig. 13a

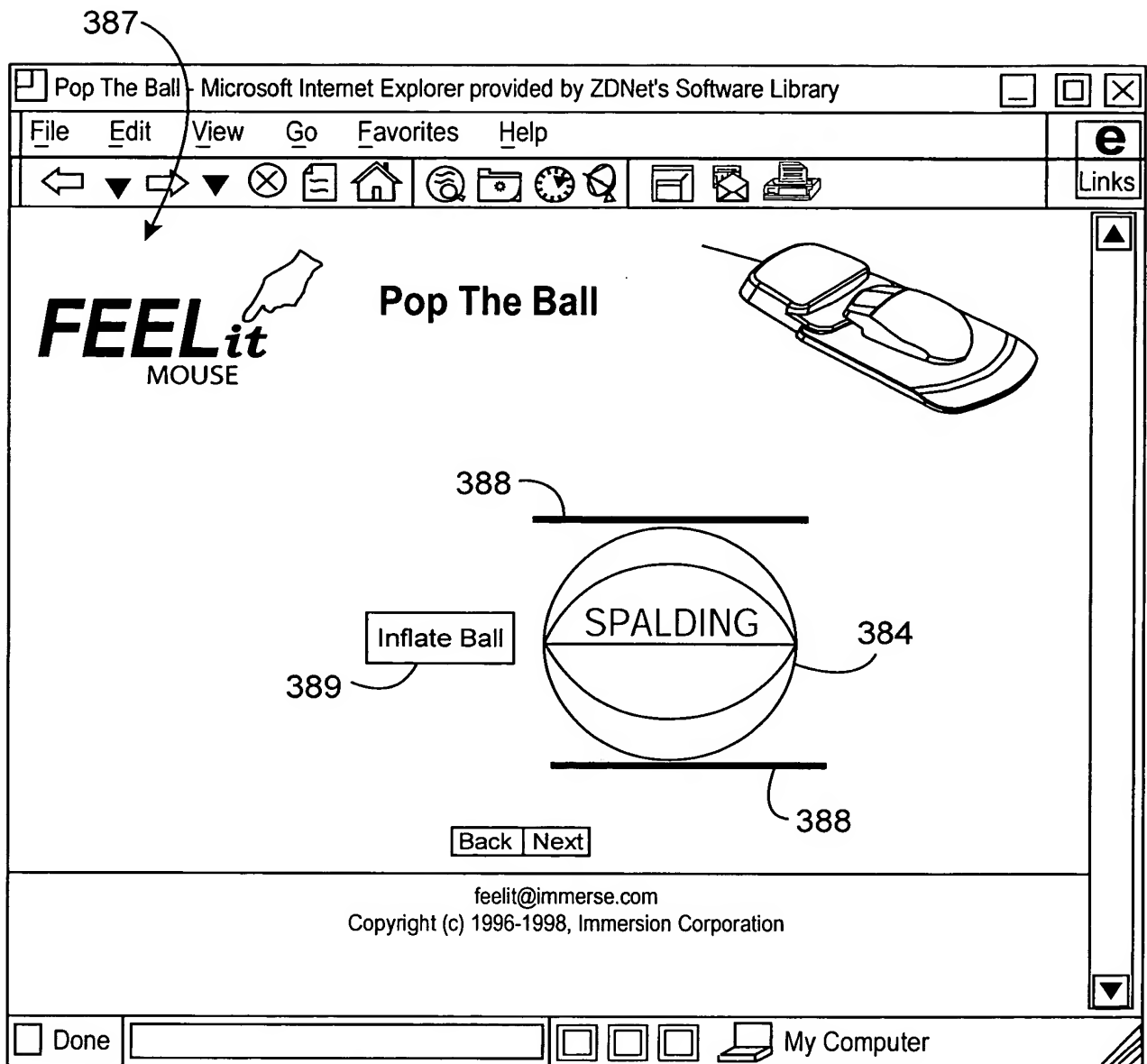


Fig. 13b

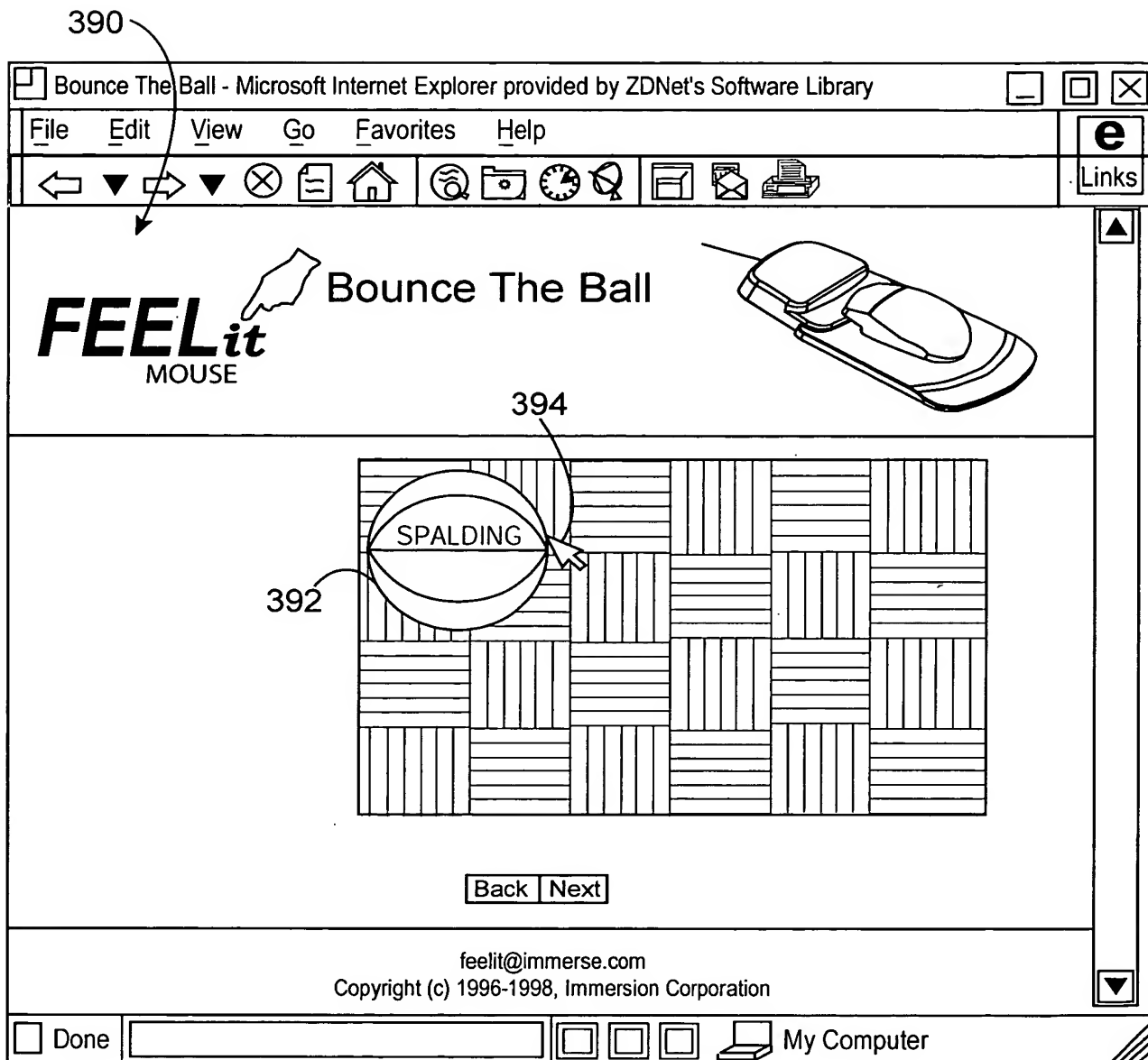


Fig. 14

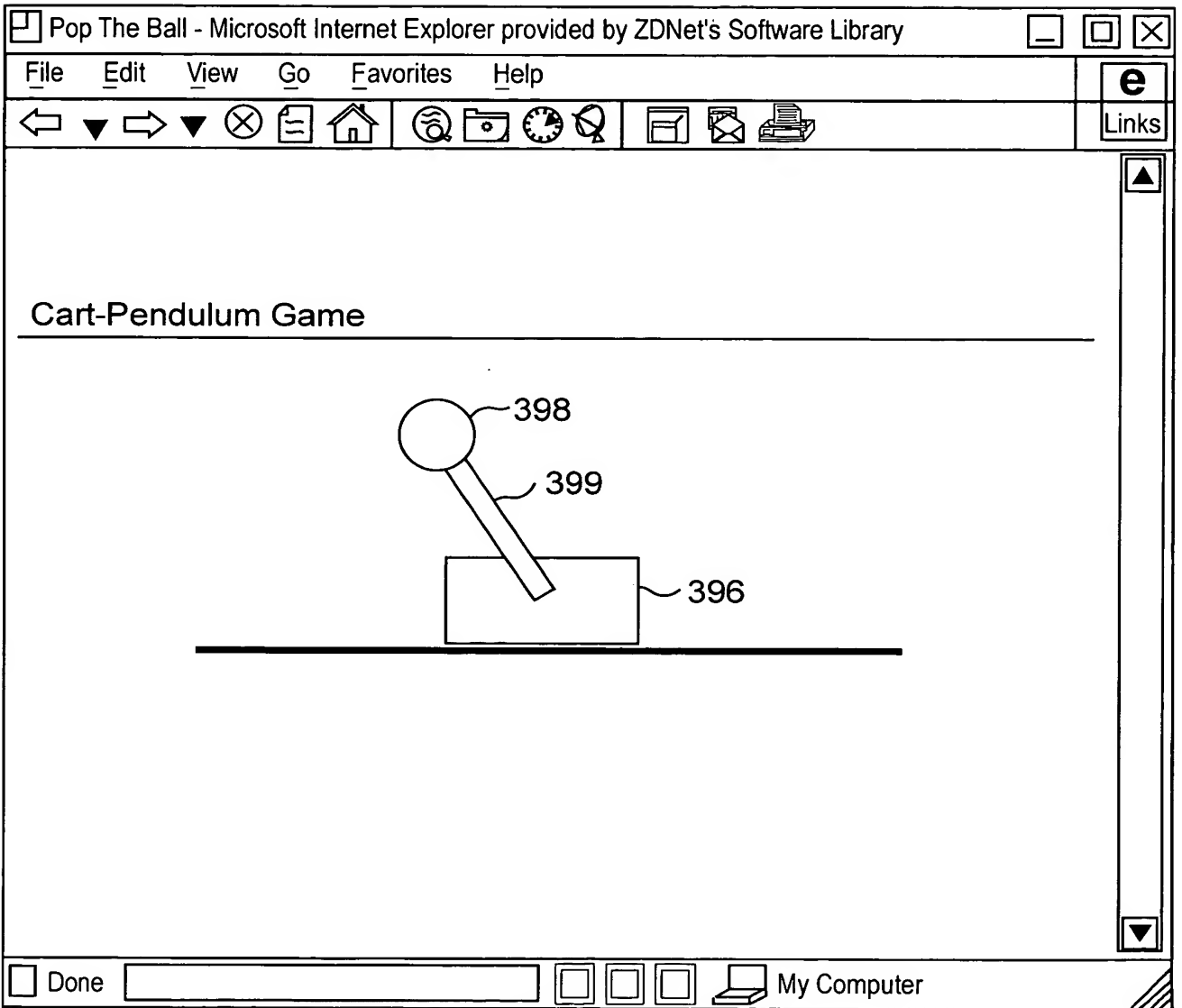


Fig. 15

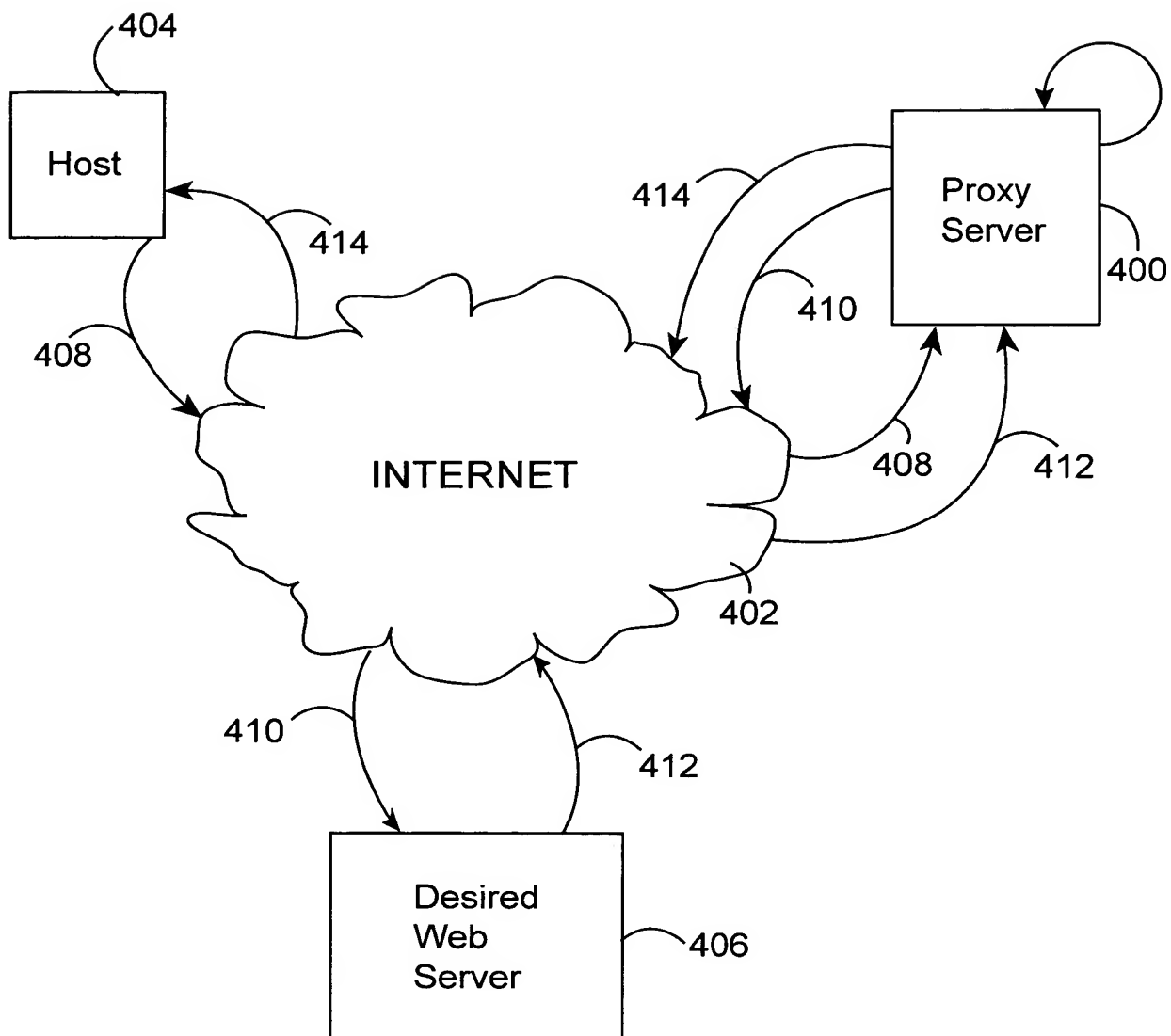


Fig. 16

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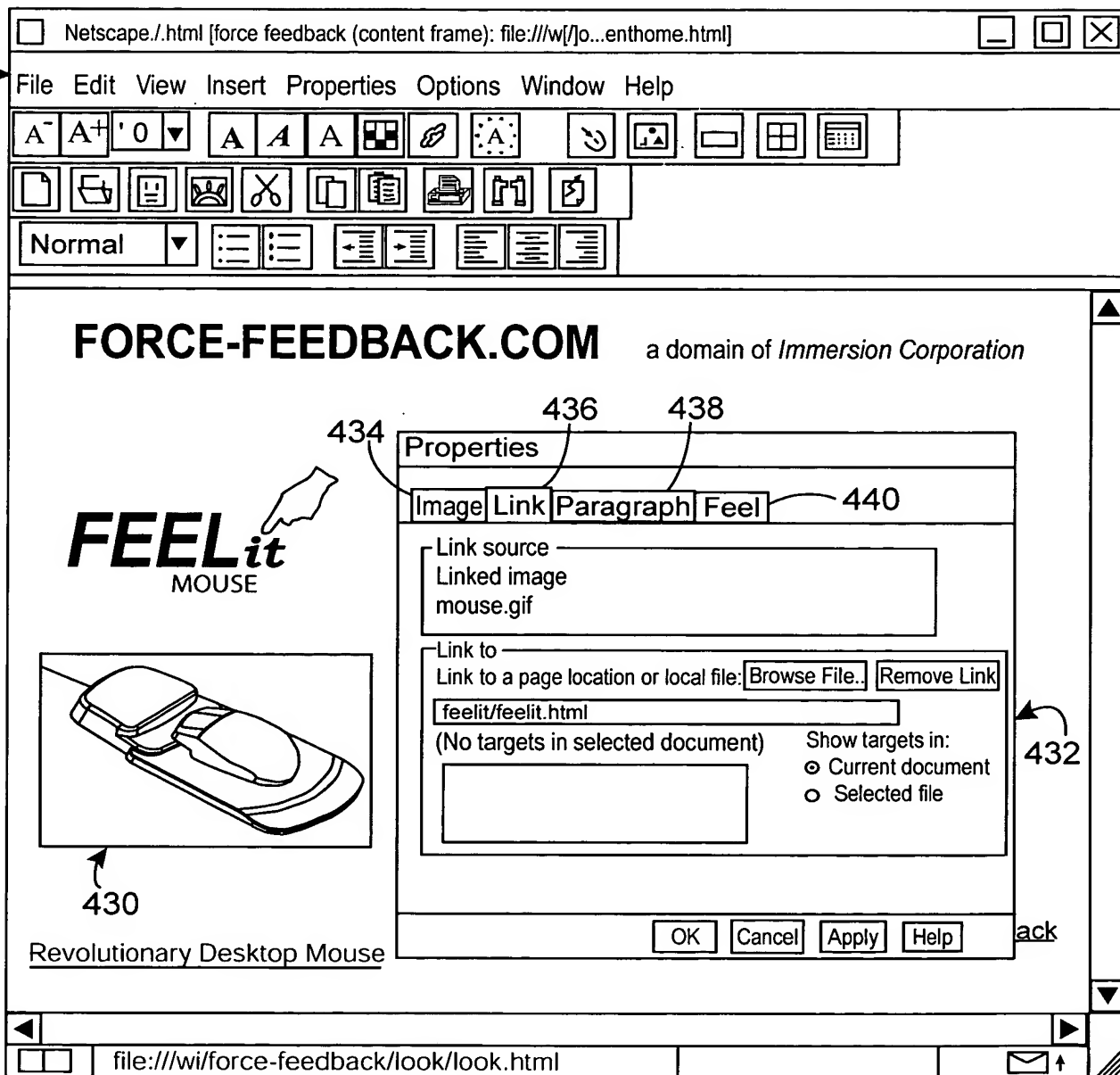


Fig. 17a

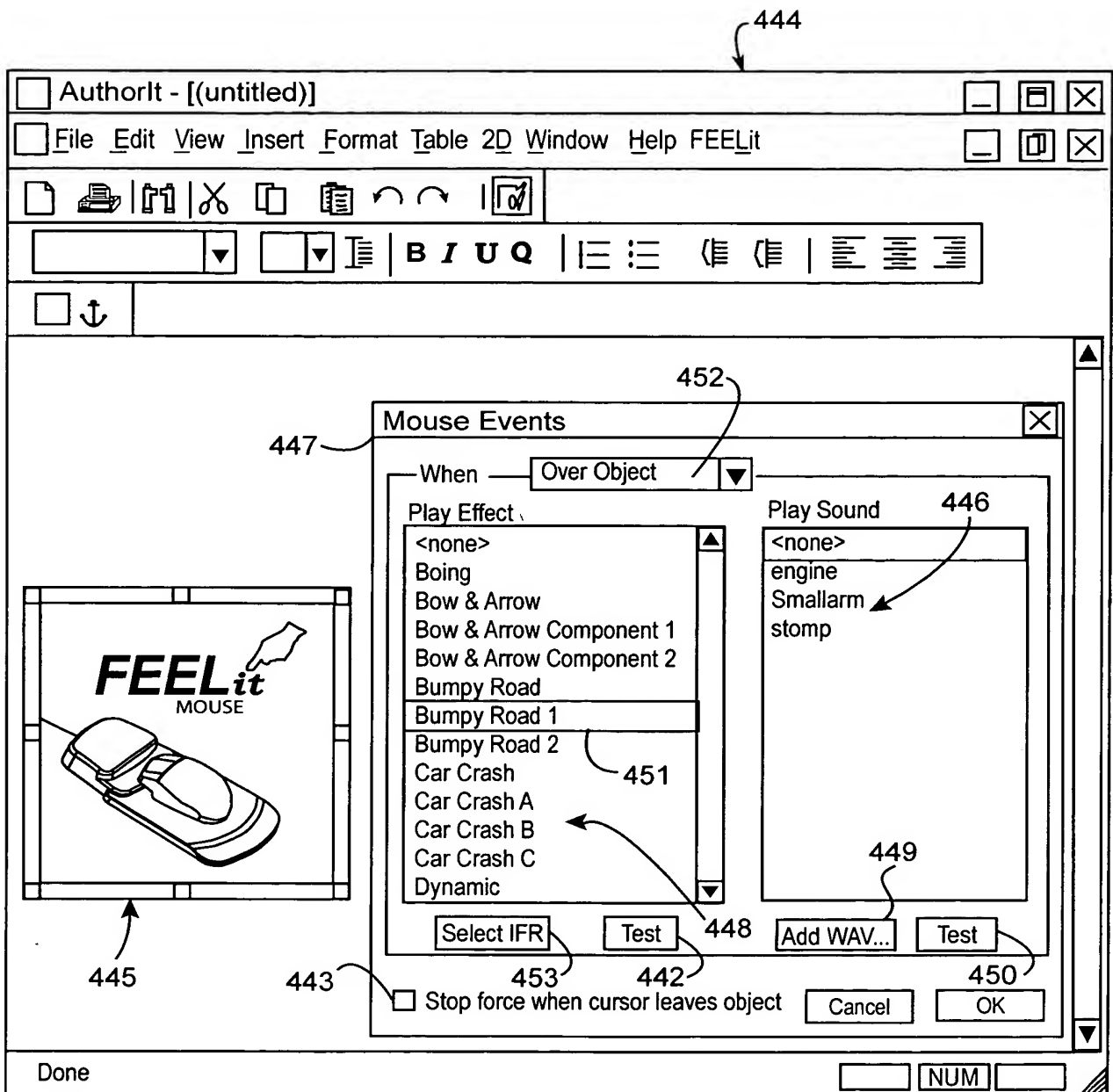


Fig. 17b

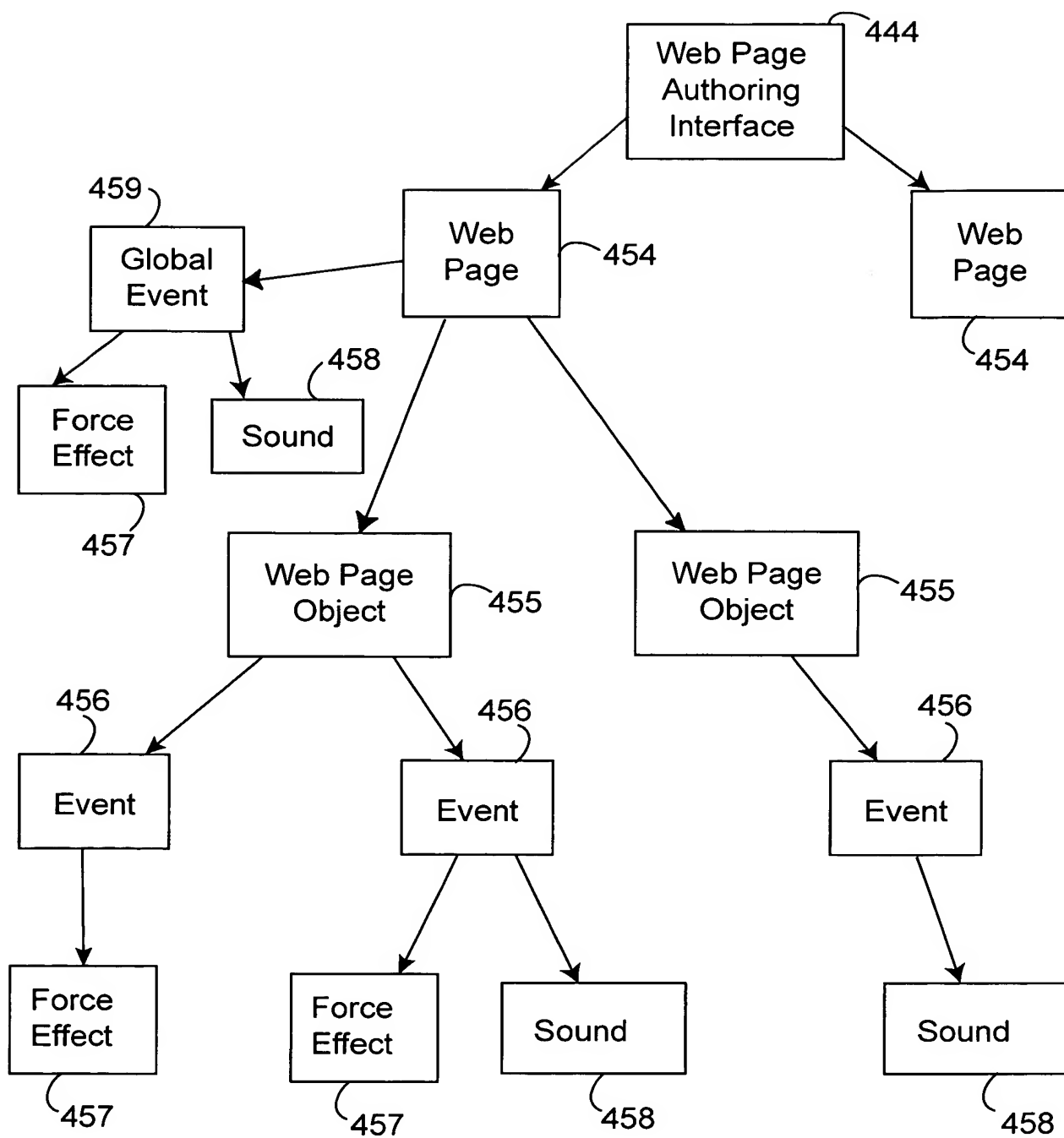
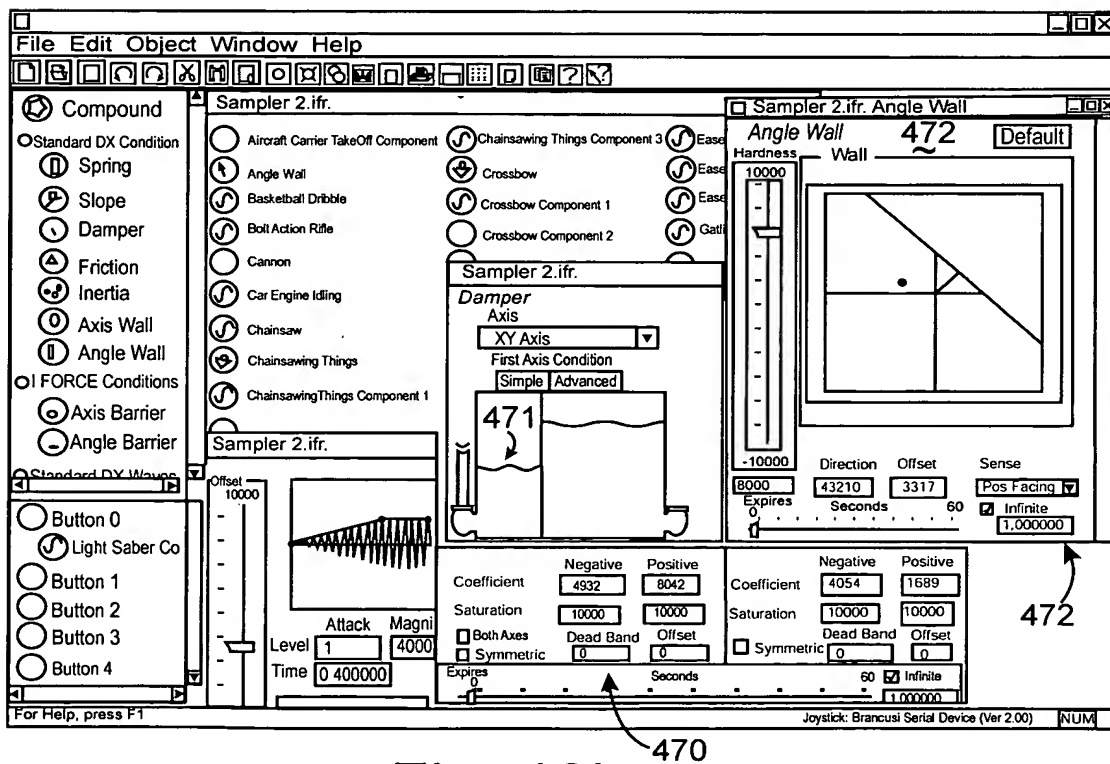
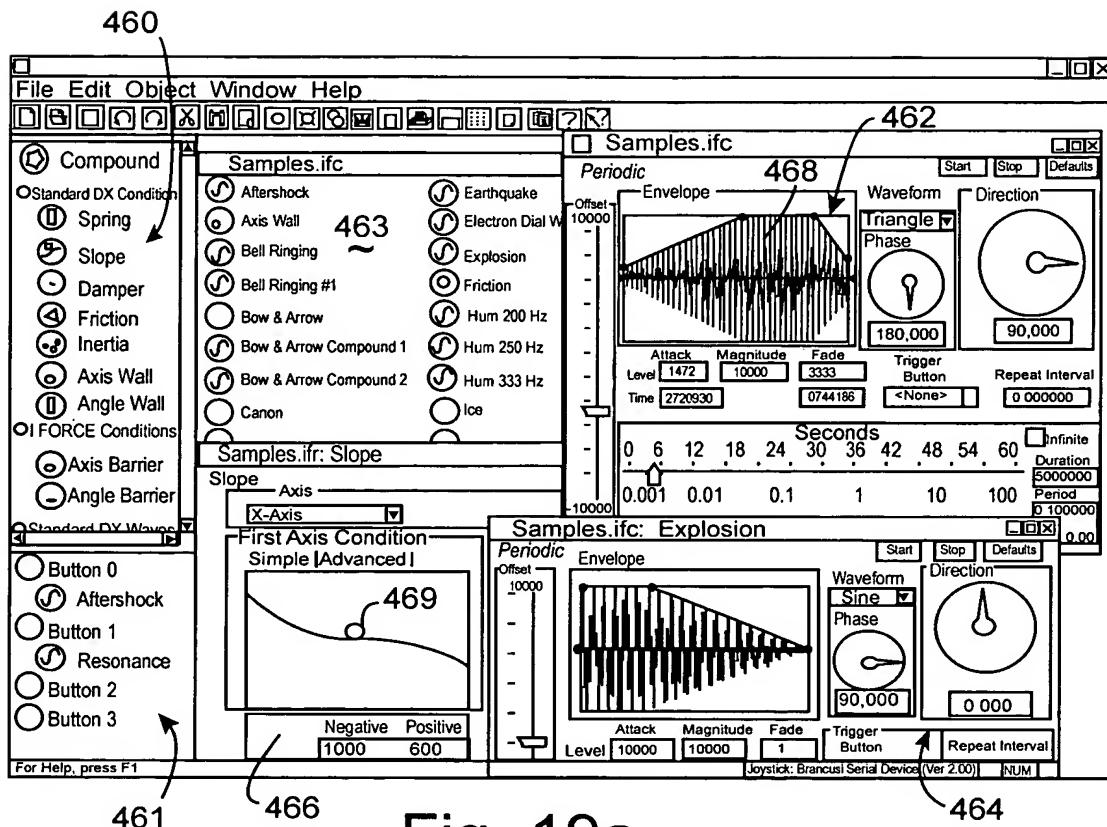


Fig. 18



The screenshot shows the I-Force Studio application window. The menu bar at the top contains 'File', 'Edit', 'Object', 'Window', and 'Help'. Below the menu bar is a toolbar with five icons: a screen, a force vector, a rectangular box, a circular arrow, and an elliptical box. The main workspace is divided into two panes. The left pane is titled 'Screen Object Forces' and contains three radio buttons: 'Rectangular Enclosure' (selected), 'Attract/Repel', and 'Elliptical Enclosure'. The right pane is titled 'Rectangular Enclosure' and contains settings for the selected object. It has a preview window showing a rectangular box with a point inside. Below the preview are settings for the four walls: 'Top Wall', 'Bottom Wall', 'Left Wall', and 'Right Wall'. Each wall has 'Magnitude in:', 'Magnitude out:', and 'Thickness:' fields. The 'Top Wall' and 'Bottom Wall' sections also have 'Other' buttons. At the bottom of the right pane are 'Start' and 'Stop' buttons for 'Inside Effect' and 'Sound'. The 'Attract/Repel' settings are shown in a separate section at the bottom right, including a 'Turn off:' dropdown (set to 'mouse over'), a 'Magnitude:' field (set to '1000'), and a 'Range:' field. The 'Attract/Repel' section also has 'Start' and 'Stop' buttons for 'Inside Effect' and 'Sound'. The interface is annotated with three numbers: '474' points to the 'Rectangular Enclosure' button in the toolbar, '477' points to the 'Rectangular Enclosure' radio button and the preview window, and '476' points to the 'Inside Effect' button in the 'Attract/Repel' section.

Fig. 19c

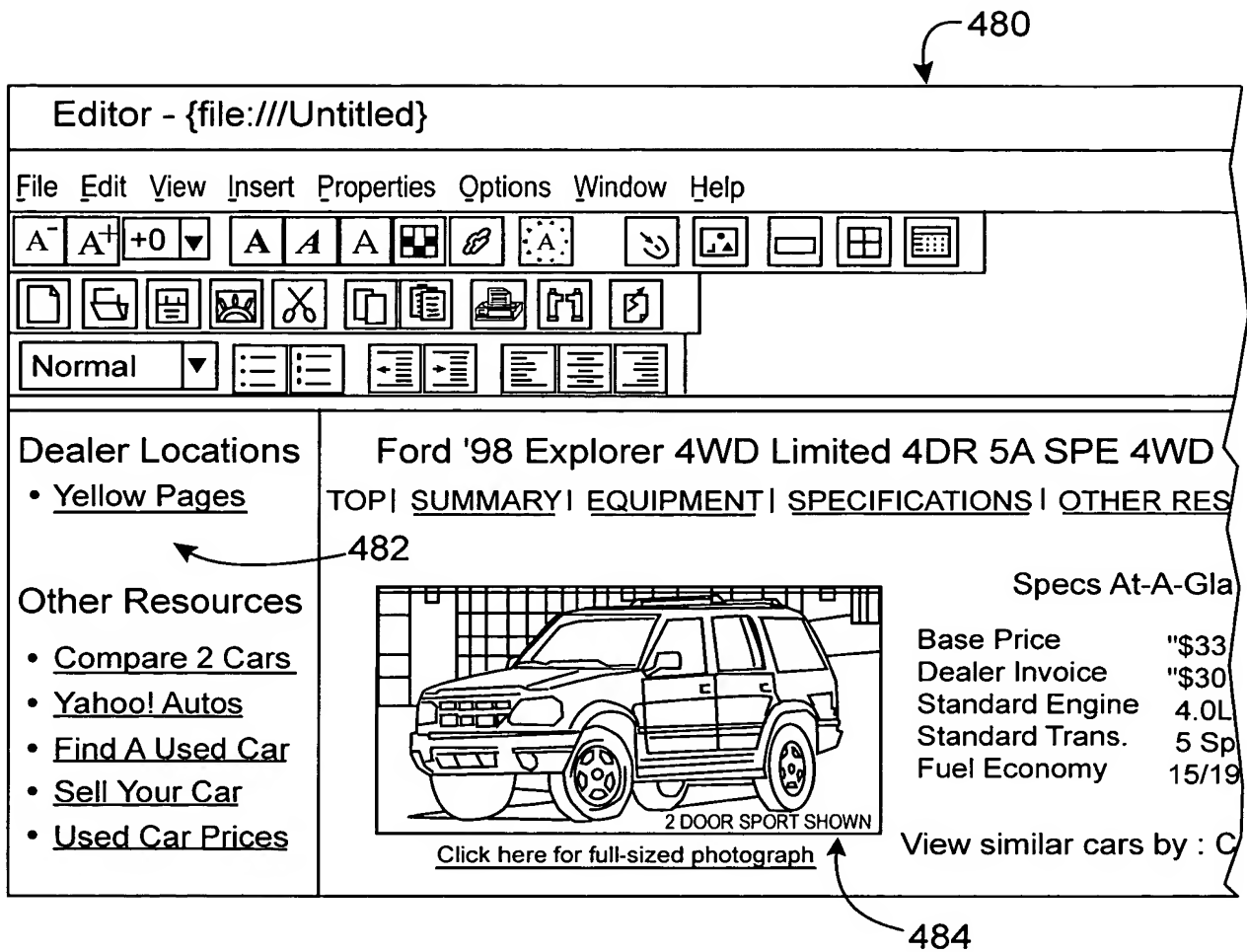


Fig. 20

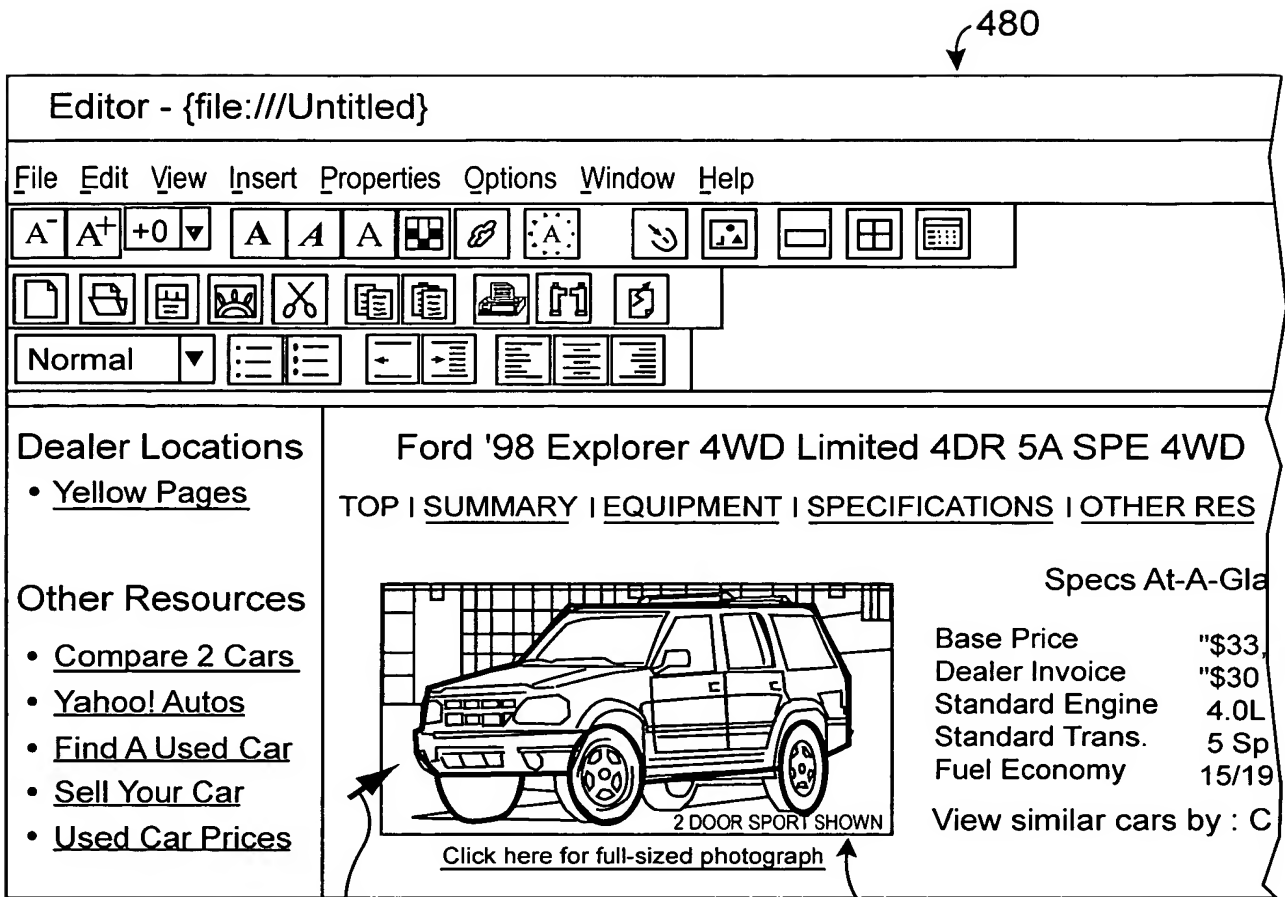


Fig. 21

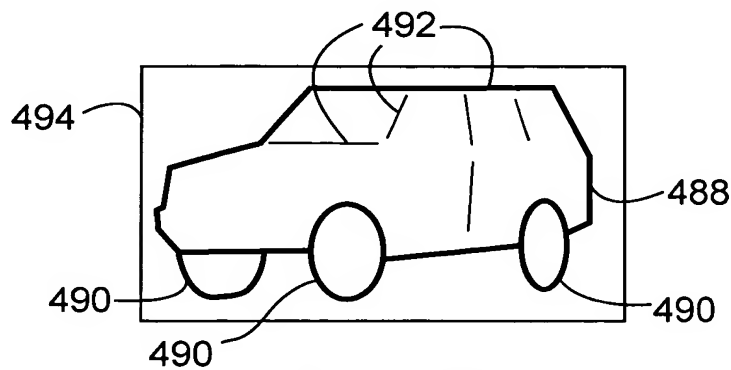


Fig. 22

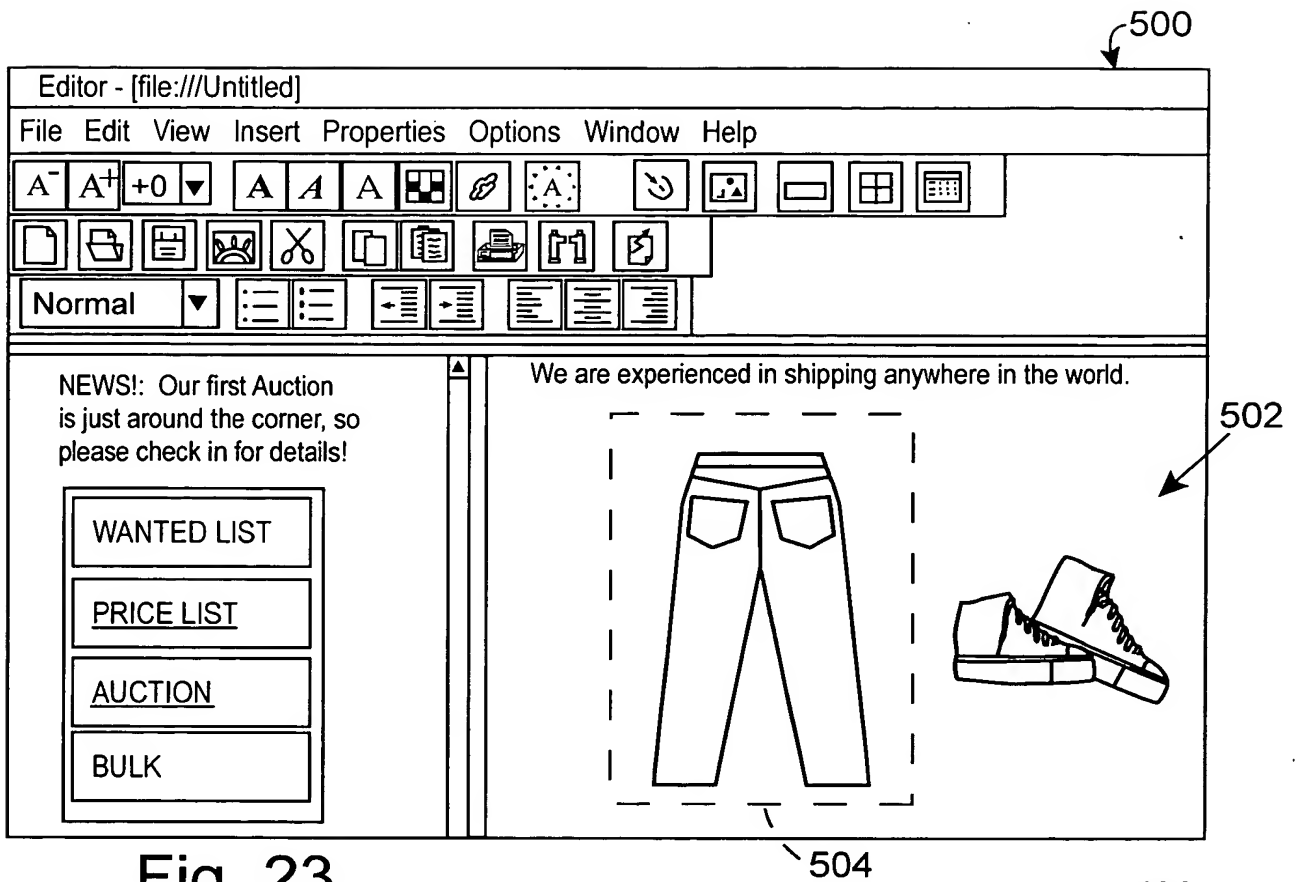


Fig. 23

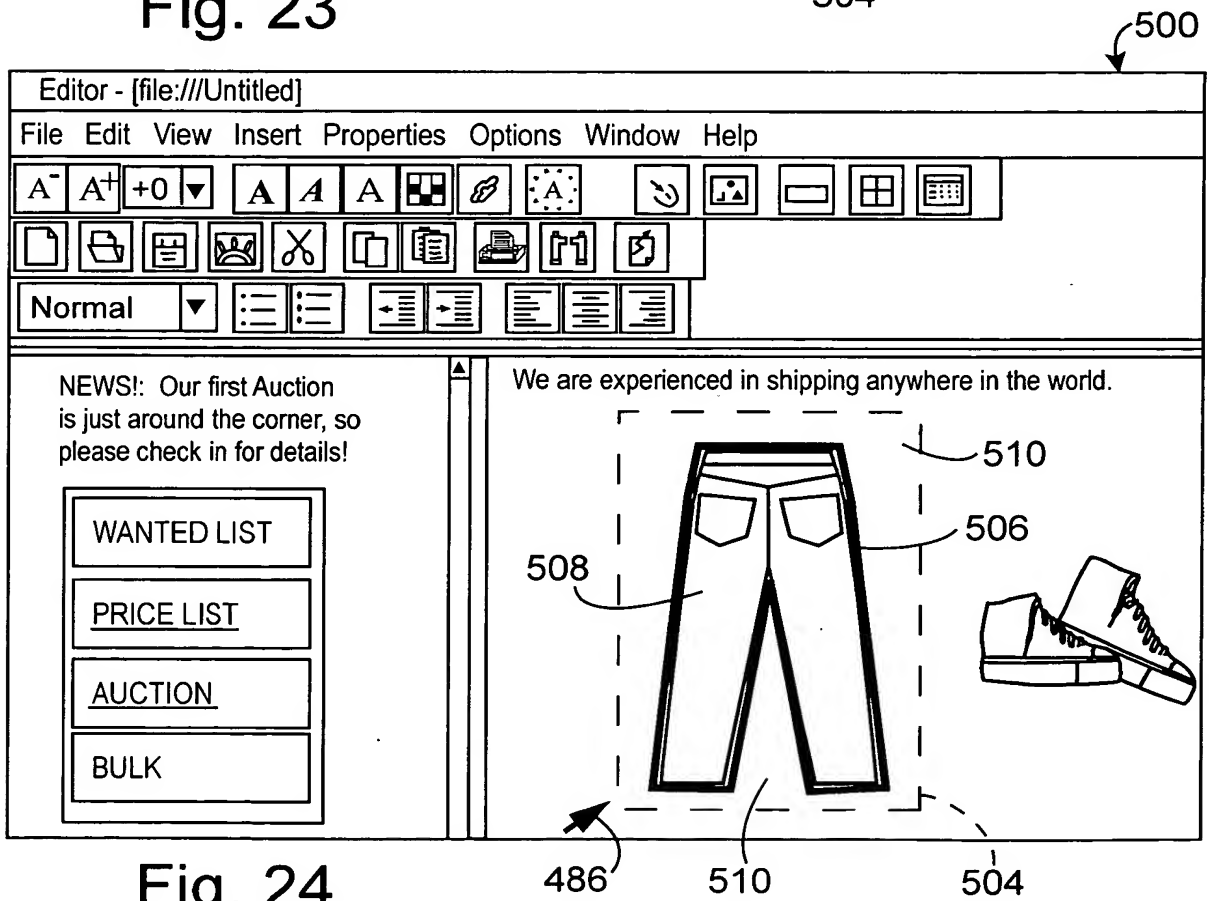


Fig. 24

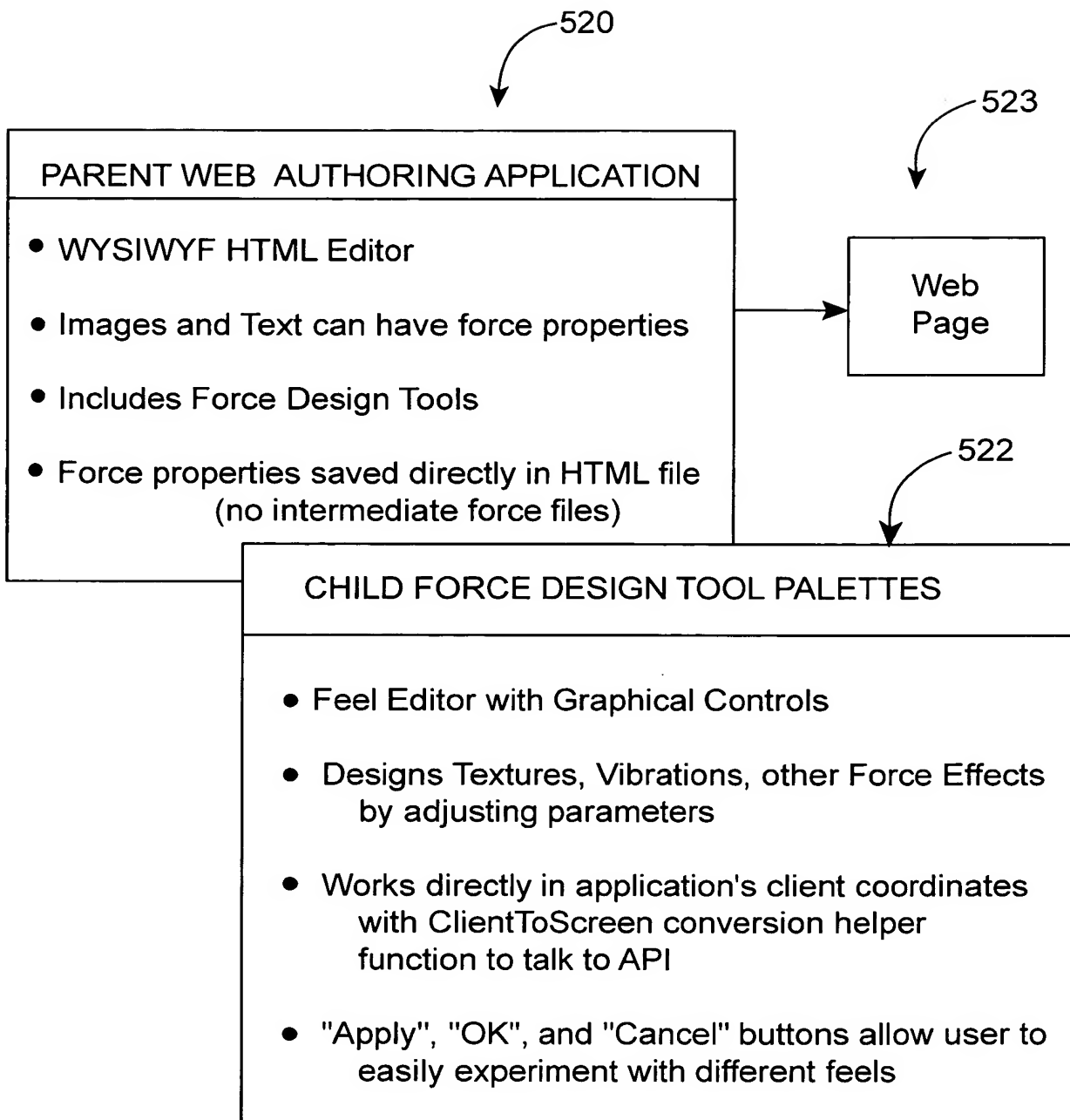


Fig. 25

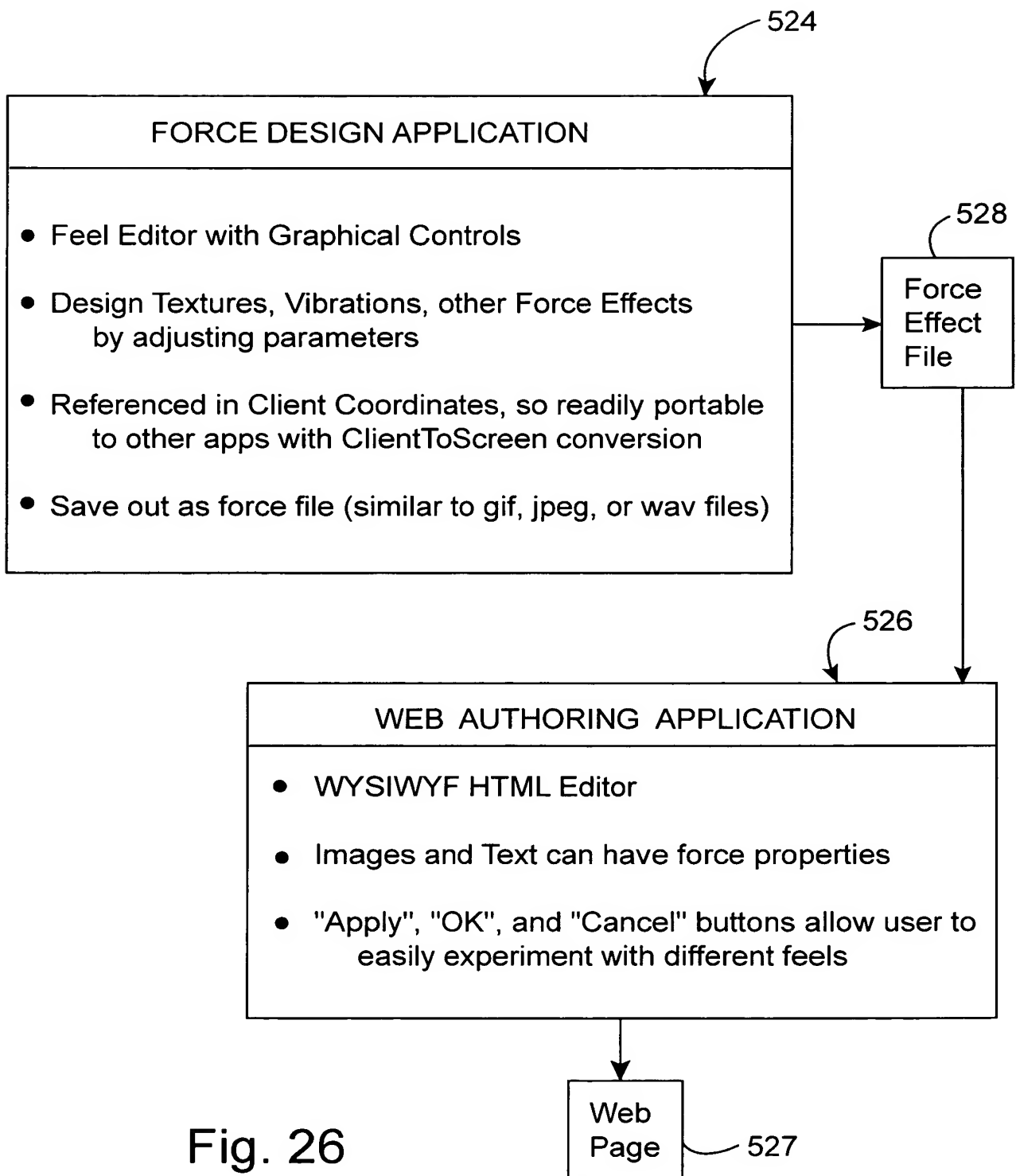


Fig. 26